

Abandon Attachments 1 U/R Instant -- Lesson You may discard a card. If you do, draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abandon Attachments 1 U/R Instant -- Lesson You may discard a card. If you do, draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abandon Attachments 1 U/R Instant -- Lesson You may discard a card. If you do, draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accumulate Wisdom 1 U Instant -- Lesson Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Accumulate Wisdom 1 U Instant -- Lesson Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accumulate Wisdom 1 U Instant -- Lesson Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Consider U Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consider U Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consider U Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consider U Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Firebending Lesson Instant -- Lesson Kicker {4} (You may pay an additional {4} as you cast this spell.) Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY	Firebending Lesson Instant -- Lesson Kicker {4} (You may pay an additional {4} as you cast this spell.) Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY	Firebending Lesson Instant -- Lesson Kicker {4} (You may pay an additional {4} as you cast this spell.) Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY	Gran-Gran Legendary Creature -- Human Peasant Ally Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY
Gran-Gran Legendary Creature -- Human Peasant Ally Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY	Gran-Gran Legendary Creature -- Human Peasant Ally Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY	Gran-Gran Legendary Creature -- Human Peasant Ally Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY	Igneous Inspiration Sorcery Igneous Inspiration deals 3 damage to any target. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{U\}.)$$

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {U}.
Channel -- {3}{U}, Discard this
card: Return target artifact,
creature, enchantment, or
planeswalker to its owner's hand.
This ability costs {1} less to
activate for each legendary creature
you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$\{T\}: \text{Add } \{U\}.$$

- - - BACK FACE - - -

$$\{T\}: \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$\{T\}: \text{Add } \{U\}.$$

- - - BACK FACE - - -

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- - - BACK FACE - - -

$$\{T\}: \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Steam Vents Land -- Island Mountain ({T}): Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain ({T}): Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormchaser's Talent Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormchaser's Talent Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accumulate Wisdom 1U Instant -- Lesson Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Brunninho - Pioneer (Pioneer League)

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horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Boomerang Basics ①U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brazen Borrower ①UU Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. [sideboard] 3/1 ----- ADVENTURE ----- Petty Theft ①U Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Combustion Technique ①R Instant -- Lesson Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Iroh's Demonstration ①R Sorcery -- Lesson Choose one -- * Iroh's Demonstration deals 1 damage to each creature your opponents control. * Iroh's Demonstration deals 4 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
It'll Quench Ya! ①U Instant -- Lesson Counter target spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate ①U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm ①R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm ①R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Whenever you cast a noncreature spell, put a loyalty counter on Ral.

[+1]: Create a 1/1 blue and red Other creature token with prowess.

[-3]: Draw three cards, then discard two cards.

[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."

(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

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